

BATMAN

"THE THIRTEENTH HAT"

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By

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## "THE THIRTEENTH HAT"

### TEASER:

A strange-looking little man slips into a corner of a Gotham City silver shop. He is JERVIS TETCH, the Mad Hatter, who wears a costume out of this or any other world: polka dot tie over a striped shirt, a houndstooth coat over a plaid vest, pink pants and yellow spats over green suede shoes. In contrast to this, a gleaming high silk hat is the topping on the bizarre cake. Ignoring the silver display, he surreptitiously moves toward the manager's office, outside the door of which hangs the manager's plain felt fedora. The Mad Hatter's evil little eyes gleam as if they've landed on Elizabeth's State Crown, and he snatches the fedora off its hook, slips it under his coat and starts out. This is seen by a perplexed male CLERK who starts to yipppp! But the Mad Hatter pauses in front of the clerk long enough to squish! a hidden bulb in his vest which squirts! a stream of knockout gas from the rim of his top hat into the Clerk's face with a zzzzzzzzing! As the Clerk buckles...

The Mad Hatter, still in his outlandish outfit, now slips into a section of a handsome paneled library. Here, his wicked orbs pop as they land on a hunting hat hanging on an elk's antlers on the wall. Again, the Mad Hatter snatches his prize and starts out. Only once more he's stopped, this time by the pretty young DAUGHTER of the house, who enters just as

he's leaving. And once more he squirts the knockout gas from his hat's rim, its zzzing eliminating her warning scream. As she swoons...

The Mad Hatter, in his unique costume, now slips into the kitchen of a local hotel. It is a quiet time of day and there is little activity. Even the chef must have taken a few minutes off, because his high white hat sits somewhat pompously on a counter. The Mad Hatter's blinkers blop with excitement, as he heists this further prize and starts out. To be stopped by a plump and startled WAITRESS, ample equipped to vocally raise all of Gotham City. But before a sound can come out of her surprised mouth -- squish, squirt, zzzzing! And she's out like a blown fuse.

All is turmoil in Commissioner Gordon's office an hour or so later, when GORDON, CHIEF O'HARA and other assembled POLICE BRASS hear about the strange thefts. A fedora! A hunting hat! A chef's chapeau! Knockout gas!

There's only one explanation -- the Mad Hatter must be at large again! And the devious, dastardly, diabolical villain is no doubt beginning a new reign of terror which must lead from the theft of hats to a major crime! Nobody's safe in Gotham City while this human scourge prowls its streets and steals its skimmers! And there is only one thing to do, one person to call! Let's hope to heaven they can reach him!

The RED PHONE in Bruce Wayne's study beeps, as ALFRED answers it. Mr. Wayne? Of course, he'll call him at once.

SUPER: "BUT MILLIONAIRE BRUCE WAYNE AND HIS YOUTHFUL WARD, DICK GRAYSON, HAVE SOMETHING ELSE ON THEIR MINDS THIS MORNING IN THE SOLARIUM OF STATELY WAYNE MANOR..."

Indeed they do. As we find BRUCE WAYNE and DICK GRAYSON unwrapping and admiring a new piece of statuary Bruce has purchased for his mansion. In so doing, Bruce gives his young ward a brief run-down on the history, artistic contribution and style of statuary and, most particularly, sculpturing techniques. During this, Alfred enters and tells his master about the call on the Bat-phone.

Enroute to the study, they run into AUNT HARRIET who reminds Bruce the Gotham City Gourmet Society is coming to a tea-tasting. Bruce tells her to handle the pekoe and oolong for the Gourmet Society, he and Dick have a sudden urgent appointment to keep. Then they step into the study, where Bruce takes the call, Dick at his elbow.

Holy haberdashery! Dick reacts as he overhears Gordon's message. The Mad Hatter again! Bruce nods and assures Gordon they're on their way. Receiver down, secret switch and to the Batpoles for our Dynamic Duo! Through the Batcave, dressed as Batman and Robin! Then swooshing out of the exit ramp in the BATMOBILE, and AWAY WE GO...Under Main Titles!

PART ONE:

In Gordon's office, Batman is slightly piqued. Six hats have been snatched. He should have been called sooner. Not



only because of the Mad Hatter's scaremongering, but because he (Batman) was the pivotal witness for the prosecution during the Mad Hatter's last trial. And Batman knows that getting his precious cowl is the Mad Hatter's burning obsession and would be his prime achievement.

But before Batman can plan a course of action, another call comes into headquarters. The Mad Hatter has struck again! This time the Fire Chief's hat has been stolen! Out of a cloakroom, while that local dignitary was attending a Firemen's Convention. And this time, a hat-check girl was zzzinged by the knockout gas from the rim of his hat.

This is more than enough for our Cowled Crusader and the Boy Wonder to go on. Holy helmets! The CHASE IS ON!

SUPER: "BUT AT THE SAME TIME, IN AN  
ISOLATED WING OF A MID-TOWN  
WAREHOUSE..."

Midtown warehouse, our Astrakhan headgear! The secret wing of this eerie depository is, in reality, the Mad Hatter's hideout. Where the Mad Hatter gloats over the four hat-heists he's made today, as the members of his crafty gang listen with awed admiration. Chief among these is CAPPY, a sly, dwarf-like little stooge wearing a brightly-checked, over-sized cap. And we establish that though the Mad Hatter is queer for hats, he thinks caps are for seagulls and thus Cappy's fetish makes him a second-class citizen in the Mad Hatter's mind. Cappy is aware of this, and though he feigns fidelity to the Mad Hatter,

we suspect there just might be a forthcoming split in the ranks. Which we'll use later.

But the Mad Hatter, and Cappy, aren't the only things that catch our eye in this hideaway. Prominent is a makeshift jury box, in which are twelve wax figures representing twelve jurors. Six of these wax manikens already wear hats, and as the Mad Hatter gleefully sets the fedora, the hunting hat, the chef's high white hat and the Fire Chief's hat on four more of the figures, we discover that this is his warped retribution. The figurines represent the jurors at his last trial. And he's determined to get each of them their usual headgear.

As the Mad Hatter clomps the Fire Chief's hat on the tenth dummy, we see this leaves him two to go. Three, actually. Because, in a witness chair beside the jury box, sits a thirteenth wax dummy. Batman, without his cowl!

Batman was so right. Acquiring that cowl for this bald-pated mannequin-Crusader is the Mad Hatter's over-riding obsession. To add to the rest of his unique collection seen in the hideaway: the boomerang hat of an Australian bushman, an Indian drum hat, a Yappa Island stone hat, a South American Indian's cage hat, for carrying a hunting hawk, a western badman's hat, with a place for carrying a derringer...

Still, aside from the Mad Hatter and Cappy and the jury box and Batman's wax dummy, there is something left to see in the hideout. Pretty LISA, a charming girl who slips in from another section of the warehouse, and who is obviously the Mad

Hatter's assistant -- if not something more intriguing.

And one thing else: the Mad Hatter's own little hat factory, in the rear of the hideaway. A wicked-looking room, indeed. With its flailing knives for cutting. Its rollers and stretching devices. Its rotating core for shrinking purposes, into which sulfuric acid is pumped which could do much more than shrink. In fact, it could eat alive anything the rotating core contained unless it is watched very carefully. And who's going to watch it too carefully, the Mad Hatter asks Cappy, Lisa and his other stooges with evil meaning, if Batman happens to be lured into the hideout, divested of his famous cowl and then 'accidentally' falls into the rotating core? To be sprayed with sulfuric acid in his revolving coffin, and turn up as a crown or brim or tassel on a pith helmet or tam-o'-shanter!!!

But isn't this a little dangerous, Cappy asks -- luring Batman to this hideaway, and thus possibly giving away its location to the police? The Mad Hatter agrees with his dwarf-like stooge in the oversized bean-pod. It would be far better for the Cowled Crusader to come to his disastrous end someplace else. The Mad Hatter even has a particular spot figured out. All it will require is a little cooperation from Lisa, to help him plant a clue in Magda's Millinery Maison!

Lisa protests, and well she might. As we discover that her work for the Mad Hatter is her avocation, her legitimate job being in Madga's Millinery Maison, the warehouse of which is in this very building, and the commercial shop of which faces

an adjoining street.

But the Mad Hatter dominates Lisa with his hypnotic eyes. He's not going to have any trouble with his pretty assistant!

But what of Batman and Robin...?"

SUPER: "LITTLE REALIZING THE ENORMITY OF  
THE MAD HATTER'S ABOMINABLE SCHEMES,  
OUR DAUNTLESS DUO CROSS-QUESTIONS A  
FRIGHTENED HAT-CHECK CHICK..."

In the cloakroom adjoining the hall where the Firemen's Convention is being held, we find that BABETTE, the hat-check girl, may be a frightened chick -- but she's also as blase as hat-check girls come, and most of them arrive with their ennui built in. Yawning with boredom (or is it still the effects of the knockout gas?) Babette tells the Cowled Crusader and Boy Wonder of her experience with the Mad Hatter. Dressed like a creep, she sighs. Lifting the Fire Chief's hat off a hook right from under her very own, baby blue eyes. And then -- squish, squirt, zzzing!

Batman and Robin assemble what little facts Babette (plus the hatless FIRE CHIEF) can provide -- until outside excitement mounts to a point that Robin steps to the door. And no wonder the sidewalk crowd is agog. For little green rockets are firing from the Bat-phone tube in the Batmobile! Robin leaps to the car and answers. Gordon's office! The Mad Hatter has been seen casing a local millinery shop! So it's bye-bye Babette -- and AWAY WE GO AGAIN!!!

Racing across town to try and reach the millinery

shop before the Mad Hatter can pounce again, in a series of giddy Emergency Bat-turns (STOCK, I hope), stunning Bat-stops, breathtaking near Bat-misses in tunnels and at railroad crossings!!!

SUPER: "MAGDA'S MILLINERY MAISON,  
HATBOX FOR THE HAUT MONDE..."

Now we find we're in a stylish establishment which would do justice to Lily Dache, presided over by the Gabor-ish, vivacious, scintillating MADAME MAGDA herself, in one of the wondrous hats she always wears in her salon. Lisa is seen, waiting on a veddy socialite CUSTOMER as Magda cluckkkks and purrrrrs around the shop like a combination mother hen and fussy feline.

But who is this little man, with the yellow spats and silk topper, who slips in so surreptitiously, exchanges a glance with Lisa, lifts Magda's hat off the startled entrepreneur's head and -- before she can scream -- squishes! the bulb in his vest and squirts! the knockout spray from the rim of his hat, so that the proprietress goes out with the usual zzzzing! And also so that the Mad Hatter makes his escape during the confusion. Just as the Batmobile ROARS to a stop in front of the millinery maison, Batman and Robin leaping out to the ooooooh! and ahhhhh! of the sidewalk crowd drawn by the excitement.

SUPER: "COULD IT BE? THEY'RE TOO LATE  
AGAIN? THE MAD HATTER HAS HEISTED  
HIS ELEVENTH HEADPIECE? AND MADE  
HIS ESCAPE UNDER THEIR VERY NOSES...!!!"

Yes, it could well be! Which Magda tells zee Dynamic Duo in zee no uncertain, zee excited, zee Hungarian phrases.

As Batman tries to calm and console her, Lisa attracts Robin's attention. The robber, she tells our Boy Wonder, just happened to drop this while making his escape. And 'this' turns out to be the card of a noted sculptor, Alexi Brumer, with the address of his studio in another part of Gotham City.

Batman studies the card thoughtfully. He knows Alexi Brumer, in fact he's been posing for a statue Brumer is making of him for a local park. What's the ploy? What's the Mad Hatter doing dropping Brumer's cards, like scattered clues, around Gotham City? Perhaps Brumer's the next on the Mad Hatter's list, famous as he is for the unique headgear he wears in his work. Well, there's only one way to find out. Make a call on Brumer.

So back to the Batmobile, and OFF LIKE A FLASH!

SUPER: "CAN IT BE POSSIBLE BATMAN'S FALLEN FOR THIS RUSE? THAT THE MAD HATTER CONTINUES TO OUTWIT OUR DYNAMIC DUO? AND WHAT ABOUT ALEXI BRUMER, HIMSELF? IS HE AWARE OF HIS PART IN THIS EVIL SCHEME...?"

Apparently not. ALEXI BRUMER, a quiet little man in a kerchief-type head covering and soiled sculptor's smock, is chiseling away at the granite nose of his present project when the door of his studio opens behind him and the Mad Hatter makes another appearance. Before Brumer knows it, the bulb squishes!, the gas is squirted! from the top hat and

the accompanying zzzing! takes Brumer out of the action, his unconscious form dumped by the Mad Hatter in a rear room of the studio. Rapidly, the Mad Hatter slips into Brumer's clothes (fondling the kerchief as he does so), and puts on makeup and a false beard -- so that he is the real Brumer to all appearances, chiseling away at the granite nose when Batman and Robin enter.

The Mad Hatter (as Brumer) answers Batman's questions simply. No, he's seen nobody resembling the Mad Hatter. No, he has no idea how that evil ogre has his card or why he would drop it in a millinery shop. But as long as Batman is there, couldn't Brumer persuade him to 'sit' for his statue a brief time? The Mad Hatter (as Brumer) tells Batman he's having trouble with the statue's head. If Batman will go into a dressing room and hand out his cowl, Brumer will try it on the statue and see what's wrong. Batman seems to buy this, and exits into the dressing room with Robin.

But in the dressing room, our Cowled Crusader isn't so sure. He smells a hat-crazy rat, in false makeup and dressed to resemble Brumer, who no doubt has used this ruse to get his cowl. This is further substantiated when Batman and Robin hear low moans and discover the real Brumer in the rear of the studio. Then Robin sees Batman scoop up several small pieces of brass lying around, secrete them under his cowl and head back to the main room of the studio. Ready at long last to take on the Mad Hatter!

Robin helps Brumer to his feet, then follows the Cowled Crusader.

But it's not this simple. When Batman reappears (and not Robin, with Batman's cowl), the Mad Hatter lets out a signal, and as various members of his gang leap from behind pieces of statuary -- the FIGHT IS ON!!! The Mad Hatter leaps for Batman's cowl, but Batman feints and returns a blow which sends his fiendish little enemy staggering backward into breakaway statues -- heads, arms, legs, and torsos scattering around the room. Another of the gang jumps Batman, who flicks him aside into a plaster-of-Paris Venus de Milo. During this, Robin appears but is quickly taken out of the action by the Mad Hatter's knockout gas.

Then the Mad Hatter leaps for Batman's cowl again, but once more he's too late. Because Cappy, who's entered the fight, jumps up on a ladder and pours a bucket of thick, wet, white plaster directly down on Batman's head. Batman stumbles beneath this deluge, then sinks to the floor in an upright position -- as the plaster quickly starts to harden around him, so that presently he will become a human mold!!!

The Mad Hatter looks at Cappy, aghast. Why did he do that? The evil, dwarf-like man just shrugs. If they can get Batman's cowl no other way, at least the Mad Hatter can get a mold of it like this. And, at the same time, PERMANENTLY CEMENT THE COWLED CRUSADER! The Mad Hatter looks at Cappy with sudden admiration. What a stroke of genius. Now, he can kill two birds with one STONE!



And as we virtually see the plaster continue to harden  
around Batman's trapped body --

SUPER: "HOW DOES BATMAN GET OUT OF  
THIS PLASTER TRAP???"

"AND WHAT ABOUT ROBIN???  
HOLY MOLDING!!!"

"HAS THE CANNY CAPPY OUTWITTED  
EVEN THE MAD HATTER??? PERHAPS  
FOR HIS OWN ENDS???"

"BE PREPARED!!! THE WEB OF  
TERROR IS JUST STARTING TO  
TIGHTEN!!! LIKE THE WET  
CEMENT IS JUST STARTING TO  
HARDEN!!!"

END PART ONE

PART TWO:

SUPERED TITLES reprising Part One (such as):

"A FELT FEDORA..."	Mad Hatter lifts it off hook.
"...AND KNOCKOUT GAS!"	Mad Hatter squirts silver store Clerk.
"A HUNTING HAT..."	Mad Hatter lifts it off elk's antlers.
"AGAIN!"	Mad Hatter squirts girl in library.
"A CHEF'S HAT..."	Mad Hatter in hotel kitchen.
"ONCE MORE!"	Mad Hatter squirts waitress.
"A NEW REIGN OF TERROR...???"	Gordon's office is in a turmoil.
"HOLY HABERDASHERY!"	Bruce and Dick get call in Wayne Manor study.
"THE <u>FIRE CHIEF'S HAT</u> ???"	Gordon learns of new heist; Batman and Robin take off.
"WHAT'S THIS???"	Jury box in hideout.
"AH-HAHA! THE THIRTEENTH HAT!"	Mad Hatter points out Batman's dummy, without cowl.
"A PRETTY PUZZLE..."	The strange equipment in Mad Hatter's factory.
"A PRETTIER ASSISTANT..."	Lisa in hideout.
"AN EVEN PRETTIER PICKLE!!!"	Batman and Robin get no clues from hat-check girl.
"NO! NOT AGAIN!!!"	Mad Hatter heists Magda's hat.
"A CLUE? WHO KNOWS?"	Lisa shows Robin the card Mad Hatter dropped.
"SQUIRT!"	Mad Hatter squirts Brumer, who Passes out.

"SQUEEZE-PLAY???"

Batman and Robin suspect something funny in studio dressing room.

"SQUNCH!!!"

Batman knocks Mad Hatter into statuery.

"SQUISH!!!"

Cappy pours wet cement on Batman, who goes down.

"TWO BIRDS..."

Batman in mold, Robin out cold in studio.

"...WITH ONE STONE!!!"

Mad Hatter's gleeful look when he sees how Batman's been trapped.

And now...to get the mold of his cowl off the permanently cemented Batman, we are back in Brumer's studio. Where sufficient time has supposedly past for the cement to completely harden on Batman, so that he should be dead inside it -- and the cement mold can be carefully chipped off him, leaving the intact imprint of the cowl inside.

SUPER: "POOR ALEXI BRUMER! FORCED TO  
DO THE MAD HATTER'S GOULISH JOB  
FOR HIM! AT GUN POINT....!!!"

And this indeed is what's happening. As the Mad Hatter holds a gun on him, and Cappy and other members of his gang watch breathlessly, the frightened little sculptor has started removing the plaster cast encasing Batman. And as Brumer works very carefully with mallet and chisel, we find that Robin has regained consciousness but is lashed to another nearby piece of statuery with strong cord.

Chip! Chop! Hack! Split!

Several small outside pieces of the mold are slowly

removed, the Mad Hatter gesturing for Brumer to hand them over to Cappy. Later, they can be glued together to form the mold itself. During this, we see that Robin's agile fingers have managed to find a knot in the cord which he secretly starts undoing. And during this, too, we see something else. Brumer abruptly stops in his work, staring at the cement statue of Batman with startled surprise. For, without Brumer using his mallet and chisel at all, another small section of the mold comes loose! As though being chipped out from inside the cast!

SUPER: "BUT WHAT'S HAPPENING INSIDE THE  
CEMENT COFFIN??? WHAT ARE THESE  
STRANGE NOISES??? CAN IT BE POSS-  
IBLE THE COWLED CRUSADER IS STILL  
ALIVE???"

Very tentatively, Brumer removes this piece of solid plaster and stares within the section of the mold from which it came. At the same time, Robin frees himself of the cord and leaps on Cappy or another member of the Mad Hatter's gang. This diverts the Mad Hatter's attention, as simultaneously, the whole plaster cast encasing Batman splits asunder! And Batman steps out unscathed! But no time for explanation of how he achieved this now...

Enough that the Mad Hatter wheels, aghast at the living apparition emerging from his cement casing -- and SHOOTs in Batman's direction. The shot goes wild, taking an ear off an alabaster Aphrodite. Coincidentally, Robin's fists take out several more of the Mad Hatter's henchmen. And now our

Dynamic Duo has an ally. Because Brumer, wielding his mallet and chisel, is no longer a mousy sculptor. Clop! This rogue gets it over the head with a mallet! Split! That stooge gets it in the chin with a chisel! Now, Batman leaps the Mad Hatter. But our heavy is agile. Feinting and ducking, he manages to get behind another piece of statuary and topples it over on Batman, momentarily pinning the Cowled Crusader. And the Mad Hatter's gang have had enough. Before Robin and Brumer can do any more damage, they all take off! Leaving Batman, Robin and Brumer in the dissheveled remains of the sculptor's studio.

The wrap-up of how Batman remained alive in the cement shroud, and helped effect his escape, is simple. Thanks to the pieces of brass he picked up in Brumer's dressing room when he suspected the sculptor was really the Mad Hatter. In Teaser, we established Bruce Wayne's knowledge of sculpturing techniques. And if small pieces of metal are placed in salient points of a wet plaster mold, either from within or without, they not only leave small air holes but provide divisions whereby removing the sections of the solid cast become simpler.

Thus, Batman prepared for any eventuality when he took on the Mad Hatter in the studio. And though somewhat uncomfortable when Cappy dumped the bucket of wet plaster on him, he was never in any real danger of being permanently cemented alive.

Robin's reaction is simple, too. Holy mortar! But now what?

SUPER: "BACK TO THE BATCAVE -- !"

We see Batman and Robin, in the Batmobile, entering the Batcave's secret ramp.

SUPER: "UP THE BATPOLES -- !"

We see Batman and Robin starting up the Batpoles.

SUPER: "A QUIET MOMENT WITH AUNT HARRIET..."

In Wayne Manor's living room, Aunt Harriet fills Bruce and Dick in on Gotham City's Gourmet Society tea-tasting. And, she tells Bruce and his young ward, it wasn't oolong or pekoe which appealed to them at all. It was Lapsang souchon. Imagine that! Lapsang souchon, of all teas!

SUPER: "AND THEN TIME FOR DICK GRAYSON TO GET DOWN TO SOME NEGLECTED STUDYING, AND BRUCE WAYNE TO PUT HIS FINE DEDUCTIVE POWERS TO WORK..."

In the study of Wayne Manor, Dick pours over his textbooks as Bruce paces the room. There must be an over-all plan to the Mad Hatter's crazy hat-heists! Magda's elaborate bonnet was the eleventh their evil adversary lifted. But who would go for eleven of anything (except a crapshooter), when he could go for an even dozen?

That must be the clue? The Mad Hatter is after twelve hats! But why??? Bruce ticks off what comes in dozens. Loaves of bread (Baker's dozen)! Litters of pups! Boxcars! Eggs! Abruptly, Bruce snaps his fingers. He's got it! Jurors!!!

Of course! He was a witness for the prosecution at the Mad Hatter's last trial and there were twelve good men (and women), and true -- on the jury. So that's it, an additional reason for the Mad Hatter being so desirous of getting Batman's cowl!

(Note: The scene in which Bruce deduces this could also be played in the Batcave, with Batman and Robin coming to the same conclusion via the use of maps, computers or whatever. This is up for grabs).

Bruce steps to the Batphone and calls Gordon's office. What has the Mad Hatter got now? Eleven hats? This leaves one to go, not counting the cowl. The Mad Hatter will obviously be after the twelfth hat next, but Batman must be ahead of him. And use the twelfth hat to trap the quarry in his hideaway!

Dick's homework is forgotten. Bruce Wayne's quiet moment of deduction is over. Back to the Batcave and out to headquarters in the Batmobile! To go over court files and unearth the identity of the twelfth juror. And it isn't too hard. The twelfth juror was, and is, a bowling alley owner named Silk Dunbar -- a one-time underworld figure gone straight. Again, Batman snaps his fingers. This nails it! Bowling alley owner. A bowler! What more fitting headpiece for the Mad Hatter to steal???

This time, Batman and Robin anticipate the Mad Hatter's next move and call on SILK DUNBAR in his office in the Gotham City Bowlodrome. Perhaps our Dynamic Duo let the dapper Silk into their confidence, perhaps not. In any event, Silk and his

tenpin alley are honored by Batman's visit. And Batman, in turn, is able to secrete a small homing transistor in Silk's bowler. Now to seek a vantage point on a small balcony of the Bowlodrome and await their adversary!

They don't have to wait long. The Mad Hatter and his gang arrive, as if to bowl a few strings. But the Mad Hatter also manages to slip into Silk's office and lift the bowler, his evil little eyes gleaming with delight at capturing this twelfth prize. But just a minute! The bowler slips from his hands and plummets to the floor. As the Mad Hatter stoops to pick it up, something pops from within its rim. THE HOMING TRANSISTOR! Ah-hah! The Mad Hatter nods knowingly. So Batman preceded him, and planted this device in order to trap him??? It couldn't work better! In spite of Lisa and Cappy's warnings, this is what the Mad Hatter has wanted all along!

He goofed in Brumer's studio, but he's not going to goof in his hat factory. With its flailing knives! Its rollers and stretching devices! Its rotating core for shrinking purposes, with the sulfuric acid spray!

From their unseen vantage point, Batman and Robin watch the Mad Hatter and his gang leave the bowlodrome, then start after him.

SUPER: "BUT LITTLE DO THEY KNOW THE MAD  
HATTER IS ON TO THE HOMING DEVICE!  
LITTLE DO THEY KNOW THEY'RE WALKING  
INTO ANOTHER TRAP..."



In the Batmobile, Batman and Robin trace the Mad Hatter via the homing transistor to the mid-town warehouse. As the Mad Hatter carries the bowler into his hideaway, the Cowled Crusader and Boy Wonder determine its exact location. But they're too smart to enter in the normal manner and maybe walk into a trap. Via Batarang and Batrope, they perilously scale a rear wall, reach a high window, wait for the crucial moment when the gleeful Mad Hatter is just putting the bowler on the twelfth dummy in his jury box -- and prepare to POUNCE!

Anticipating this, the Mad Hatter has set the machinery in his hat factory in motion. The knives are FLAILING! The rollers are ROLLING! The rotating core is ROTATING, with the sulfuric acid spray all set to go!

Batman and Robin leap in, but before much fight action can begin the Mad Hatter draws his gun on Batman. First, he is to take his cowl off and hand it over! Then he is to precede the Mad Hatter into the factory area. Batman refuses to part with his cowl, as the Mad Hatter edges him closer and closer to the door of the factory. During this, Robin has disposed of several members of the gang -- with Cappy standing on the edge of the melee, surprisingly inactive. At long last, is Cappy waiting his chance to move???

Batman moves into the ominous factory, the Mad Hatter's gun in his ribs -- but his cowl still on him. But just before the Cowled Crusader has to make his big decision, give up his cowl or give up his LIFE, Robin sights a wrapped turban among

the Mad Hatter's amazing hat collection, snatches it off the wall and unfurls it in such a manner he knocks the gun out of the Mad Hatter's hand. At the same moment, Batman wheels and SMASHES! into the Mad Hatter with several sharp blows which send the Mad Hatter reeling. But the Mad Hatter isn't out yet. He returns Batman's blows, and a fight sequence follows between the Cowled Crusader and his opponent in and around the hat factory, with near misses as one of the other of them come close to toppling into the lethal machinery. Robin, Cappy, Lisa and what remains of the Mad Hatter's gang all watch breathlessly.

Then, at the climax of the fight, Batman knocks the Mad Hatter into the rotating core! And it's time for Cappy to make his move!

SUPER: "SO? A TRAITOR IN THE RANKS???  
A TURNCOAT AMONG THE MAD HAT-  
TER'S CUNNING CONSPIRATORS...???"

Swiftly, Cappy steps to the sulfuric acid spray and turns it full force on the revolving core! An AGONIZING SCREAM from the Mad Hatter alerts Batman to what's happened, and he turns off the spray, nails Cappy with a blow to his treacherous chin (and his plan to take over the Mad Hatter's gang) -- and rescues the Mad Hatter just before the hateful hat thief is eaten alive by sulfuric acid!

Our Batnotes tell us Batman is the least vindictive fellow in the world. That his burning interest is in turning

criminals with their mad phobias over to the proper authorities.  
And this proves it!

TAG:

Magda's Millinery Maison. Bruce Wayne arrives with Aunt Harriet, for whom he is buying an expensive hat for a birthday present. Magda, herself, waits on the well-known Gotham City millionaire and his aunt. She is honored by his call, and also she's a little short of help. It seems zat one of her very best salesgirls was involved with zat evil man, zee Mad Hatter! Magda is only grateful zee great Batman was effective in capturing him. Aunt Harriet agrees: what would Gotham City do without its cowled defender? And Bruce quietly concurs. Batman seems to be ridding the city of many warped menaces, and he's glad to report he's heard from the city attorney that the Mad Hatter waived a jury trial, but was sentenced to thirteen years by the judge. With one off for good behavior!

THE END